








# Universal Plot Outline









For more information about plot outlines, go to: <https://www.novel-software.com/genrestorytemplates>


## Act 1

Setting the scene	Introduce the main character's world and establish their want and their need. The character clearly has things missing from their lives and they are unsatisfied with their current existence.	 
Establish the goal	Something happens to shake the character's world, and offers them an opportunity, or creates a threat.	 
Go through the door	In pursuit of the goal the character crosses some kind of barrier (could be physical but doesn't have to be), which means it is not possible to return to their old life.	 



+ Add Act Item
 Delete Act

## Act 2

Learning	The character is now in a new and unfamiliar world, trying to navigate unknown rules and challenges.	 
Series of conflicts	The character must face a series of conflicts, each of increasing difficulty and stakes. Some they will win, some they will lose.	 
The question	The character should be faced with the choice between their want and their need. Often this will take the form that they are finally being offered what they've wanted all along, but if they accept it, they know they will sacrifice what they really need forever. For example, they may be offered that promotion they've been hungering for, but if they take it their already neglected family will almost certainly fall apart.	 
Rock bottom	The character loses everything, and falls into a pit of despair. It seems that there is no way to recover from this and all is lost. But after wallowing for some time, the character finds one last ounce of willpower, picks themselves up and prepares for one, crazy, against the odds, last ditch attempt.	 

+ Add Act Item
 Delete Act

## Act 3

Final conflict	The character should face their nemesis at the end of the story, and show how they have changed from the person they were at the beginning of the story.	 
Epilogue	After the final conflict, loose ends can be tied up, and the hero's new world depicted. In the vast majority of cases, the hero will have made the right decision and chosen their need over their want. Sometimes, making this correct decision leads them to also unexpectedly win their want as well, as an added bonus. The protagonist is seen as emotionally evolved, a whole and complete person.	